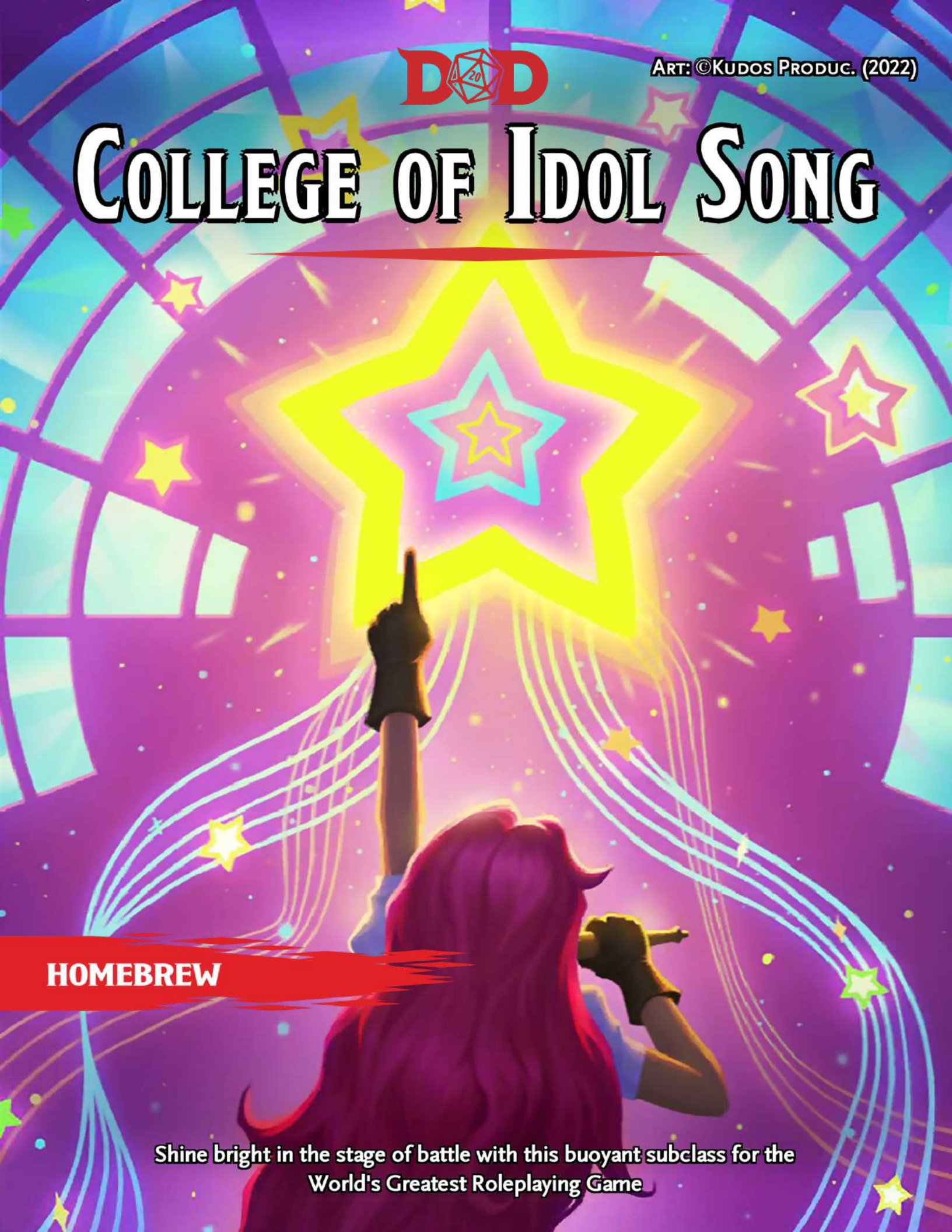
D&D
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College of Idol Song
HOMEBREW
Shine bright in the stage of battle with this buoyant subclass for the World's Greatest Roleplaying Game

College of Idol Song

"Listen, an idol's job isn't to show others their smile.
It is to ***make others smile.*** *Never forget that!"*

A practitioner of the Idol Song is a bard who has realized the inherent good in their calling, and chosen to fully devote themselves into spreading that positive spark. Most often represented by beautiful songstresses of benevolent nature, this college's members know that music is a driving force in the world; capable of inspiring and bringing people together in a way truly unique to it.

As such, Idol bards are famous for their powerful vocals and fiery performances, capable of whipping up audiences in a feverish energy that naturally grants them dedicated fanbases. They strive for the limelight in performance halls and amphitheaters, often forming personal organizations with other bards (called "units") to better spread their shared fame throughout the realms.

No matter what state it may be in, if an Idol bard arrives in town, a rush of activity will never be far behind.

Idol Training

When you adopt this bardic college at 3rd level, you gain proficiency in the Performance and Persuasion skills, and learn one new language of your choice.

Additionally, you learn the *Thaumaturgy* cantrip, and may cast it on yourself as a bonus action on your turn. While you are under the spell's effects, you may use your own voice as a musical instrument.

Crowd Enchanter

Also at 3rd level, knowing you have an audience gives a boost to your motivation.

You gain advantage on Charisma (Performance) checks whenever you have a total of 10 or more creatures actively watching your performance.

Additionally, whenever there is a total of at least 10 creatures engaged in combat, you may add your Charisma modifier to your initiative roll (minimum of +1).

Sparkling Beauty

Lastly at 3rd level, the shine you exude mystifies even those who would hold you in anger. You can treat hostile creatures as neutral for the purposes of your Enchantment spells; and the target/s make any saving throws normally even if you or your companions are fighting them.

Additionally, whenever a friendly or neutral creature would become hostile towards you, you may choose to make a Charisma (Performance) check. If the result is higher than the target's Wisdom score, they remain neutral towards you instead. They must be able to see or hear you in order to be affected in this way. You regain the ability to do this when you finish a long rest.

Light of Hope

Starting at 6th level, whenever an allied creature receives or expends one of your Bardic Inspiration dice, you may imbue their soul with a hopeful light; unearthing the strength to keep moving forward.

The target makes death saving throws with advantage, regaining 1 hit point on a roll of 17-20. This benefit lasts for a number of rounds equal to your Charisma modifier.

If the target regains any amount of hit points while benefitting from this feature, they can expend a Bardic Inspiration die (if they have one), roll it, and then add the number rolled as a bonus to the hit points regained.

You may use this feature a number of times equal to your proficiency bonus, regaining expended uses when you finish a long rest.

> For the purposes of this feature, allied creatures are considered to be able to hear you even when rendered unconscious.

Brightest Parade

At 14th level, you put everything you've learned to use in a singular show of dazzling expression.

Whenever you roll for initiative, or as a bonus action on your turn, you can expend one spell slot of 3rd level or higher (or alternatively, three of your Bardic Inspiration dice) to commence your **Idol Concert**. For the next minute, you are granted the following benefits:

- Your *Countercharm* feature is always active, and its range increases to 90 feet.
- Whenever you grant a Bardic Inspiration die to a creature, all allies within 60 feet of you receive one as well (these are not taken from your Bardic Inspiration pool).
- After you cast a spell of 1st level or higher, enemies within 30 feet of you gain disadvantage on saving throws to resist being charmed by you until the end of your next turn.

You must maintain concentration on your concert, similarly to a spell. If your concentration is broken, any unused Bardic Inspiration dice granted through this feature are lost.

Once you've used this feature, you can't do so again until you finish a long rest.

Credit

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Idol Magical Items

Niconi's Charm of Smiles

Wondrous item, uncommon

This small, heart-shaped charm seems like a child's toy at first glance. Once per day, recharging every dawn, you can invoke its power with a command gesture. The target must make a Charisma saving throw (DC 14) or be charmed by you for up to one hour, regarding you as a friend. Even on a successful save or after the spell fades, the target does not know they were charmed by you.

Yohane's Mantle of Descent

Wondrous item, rare (requires attunement)

This cloak covers the wearer's shoulders with thick dark feathers. As a bonus action, you can harness the mantle's power to surround yourself in a dark majesty. All creatures hostile to you within 60 feet must make a Wisdom saving throw (DC 15) or be frightened of you for 1 minute. While frightened of you, all creatures have disadvantage on saving throws against spells you make. For the next minute, you have a flying speed of 30 feet.

You can use this property once, recharging every day at midnight.

Curse. This mantle is cursed, a fact which is not revealed until you attune to it. After attuning to this mantle, you become cursed with terrible luck. When you use a d20 to make an attack roll or saving throw, you automatically fail if you roll a 1 or 2 on the die.

You do not know the *darkness* spell, but you think you do.

Wraps of Hatsune

Wondrous item, rare

These tubelike pieces of cloth fasten over your upper arm, because detached sleeves are considered stylish by many College of the Idol bards. While wearing them, you can have your voice appear to originate from a point within 60 feet that you can see.

Minmei's Shining Rod

Wondrous item, legendary (requires attunement by a bard)

This silver rod is about two feet in length and lined with small precious stones, including opals, rubies, sapphires, and diamonds. Any gem pried out of the rod immediately shatters into nonmagical dust.

The rod has 12 charges, and regains 1d6+2 charges every sunrise. While holding and attuned to this rod, you can have your voice be heard up to 10 miles away, though it does not sound any louder than normal to nearby creatures. When you grant another creature a Bardic Inspiration die, you can expend up to 3 charges from the rod to grant the same number of additional creatures Bardic Inspiration dice at no extra cost (a maximum of 4 creatures in total, including the original target). A creature can still only possess one Bardic Inspiration die at a time.

You have advantage on all Charisma ability checks.

Basara's Lute

Wondrous item, rare (requires attunement by a bard)

This purple-bodied, long-necked lute is twice as loud as a normal lute, and is designed after the instrument played by a legendary power-lutist, one of the few famous male idols.

While holding and attuned to this lute, any Bard spell you cast that deals damage deals an extra 2d6 thunder damage. Creatures who hear music you play on this lute have disadvantage on saving throws made to resist Charm effects caused by spells you cast.

While attuned to this lute, consuming plant matter such as tree leaves will fulfill all your nutritional requirements. Basara was a strange man.

Sher'ryll Shimmerweave

Wondrous item, uncommon

Why plan complicated costume changes when you can just change the costume? Designed after the magical costumes worn by the famed Eladrin idol Sher'ryll, these garments initially appear as a plain, if nicely made, white dress. You can use an action to change the appearance of the dress, turning it into any type of clothing you wish.

Rather than being an illusion, the outfit itself changes, even able to change types of fabric. It can be a bathing suit, or it can be a fur coat. While this can lead to some protection from the elements, it can never be anything but clothing. It can duplicate the appearance of magical items, but cannot duplicate their functionality.

As part of the same action, you can also change your appearance in minor ways, such as eye color, hair color, or hair length and style.

If a bard is using their action to perform, they can invoke the power of the Shimmerweave as part of the same action.

Cygnus Circlet

Wondrous item, rare (requires attunement by a bard)

This golden tiara, featuring a small single gemstone in the front, is modeled after those worn by the Valkyries, a unit of idol bards sent to pacify conflicts with their music.

While wearing and attuned to the circlet, you can have your music emanate calming mental waves to steady emotions of those who hear it. Any creature of your choice within 60 feet who can hear you has advantage on saving throws against being Charmed or Frightened. If they are already Charmed or Frightened, they can make a saving throw against these effects at the end of your turn.

Additionally, if a creature who hears you is in a berserk or enraged state, you can choose to have your music pacify them. If they would be unwilling to end this enraged state, they must succeed on a Wisdom saving throw against your spell DC. On a failure, their enraged state ends.

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